

CLAIMS

What is claimed is:

1. A computer program product comprising:

a computer usable medium having computer readable program code for
enabling a player to wager on a random chance event embodied therein, said
computer readable program code configured to:

present a gaming interface to said player;

obtain a wager from said player via said gaming interface;

obtain a predicted outcome from said player via said gaming interface;

execute a random number generator configured to simulate a random
chance event when said player has completed entering said wager and said
predicted outcome;

obtain an actual outcome using output from said random number
generator;

inform said player of a win if said predicted outcome matches said
actual outcome derived by said execution of said random number generator.

2. The computer program product of claim 1 wherein said random number
generator executes on a gaming engine separable from said gaming interface.

3. The computer program product of claim 2 wherein said gaming interface is
coupled to said gaming engine via an interconnection fabric.

4. The computer program product of claim 1 wherein said wager comprises an
item having monetary value.

5. The computer program product of claim 1 wherein said wager comprises credits earned by said player for performing at least one certain action.

6. The computer program product of claim 1 wherein said wager comprises fun money having no monetary value.

7. The computer program product of claim 1 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.

8. The computer program product of claim 1 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.

9. The computer program product of claim 1 wherein said predicted outcome comprises a guess of said actual outcome derived by said random number generator.

10. The computer program product of claim 1 wherein said gaming interface comprises an animation window for displaying a visual depiction of said random chance event simulated by said random number generator.

11. The computer program product of claim 1 wherein said random chance event comprises a binary event.

12. The computer program product of claim 11 wherein said binary event comprises a simulated coin flip.

13. The computer program product of claim 1 further comprising computer readable program code configured to:

determine a win amount associated with said wager when said

5 predicted outcome matches said actual outcome;

deduct a game fee from said win amount to derive a last win amount;

distribute said last win amount to an account associated with said player.

10 14. The computer program product of claim 13 wherein said game fee comprises a fixed amount.

15 15. The computer program product of claim 13 wherein said game fee comprises a variable amount.

16. The computer program product of claim 15 where said variable amount depends upon said wager obtained from said player.

20 17. The computer program product of claim 1 wherein said actual outcome generated by said random number generator is a first choice fifty percent of the time said random number generator is executed.

18. A method for enabling a player to wager on a random chance event comprising:

obtaining a wager from a player via a gaming interface;

obtaining a predicted outcome from said player via said gaming

5 interface;

executing a random number generator configured to simulate a random chance event when said player has completed entering said wager and said predicted outcome;

obtaining an actual outcome using output generated by said random number generator;

informing said player of a win if said predicted outcome matches said actual outcome.

19. The method of claim 18 wherein said random number generator executes on a gaming engine separable from said gaming interface.

20. The method of claim 19 wherein said gaming interface is coupled to said gaming engine via an interconnection fabric.

21. The method of claim 18 wherein said wager comprises an item having monetary value.

22. The method of claim 18 wherein said wager comprises credits earned by said player for performing a certain action.

23. The method of claim 18 wherein said wager comprises fun money having no monetary value.

24. The method of claim 18 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.

25. The method of claim 18 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.

26. The method of claim 18 wherein said predicted outcome comprises a guess of said actual outcome derived by said random number generator.

27. The method of claim 18 wherein said gaming interface comprises an animation window for displaying a visual depiction of said random chance event simulated by said random number generator.

28. The method of claim 18 wherein said random chance event comprises a binary event.

29. The method of claim 28 wherein said binary event comprises a simulated coin flip.

30. The method of claim 18 further comprising:

determining a win amount associated with said wager when said
predicted outcome matches said actual outcome;

deducting a game fee from said win amount to derive a last win
5 amount;

associating said last win amount with an account associated with said
player.

31. The method of claim 30 wherein said game fee comprises a fixed amount.

32. The method of claim 30 wherein said game fee comprises a variable amount.

33. The method of claim 32 where said variable amount depends upon said
wager obtained from said player.

34. The method of claim 18 wherein said actual outcome generated by said
random number generator is a first choice fifty percent of the time said random
number generator is executed.

35. An apparatus for enabling a player to wager on at least one random chance event comprising:

a processor;

memory coupled to said processor;

a gaming engine configured to interface with a gaming interface via an interconnection fabric, said gaming engine configured to:

obtain a wager from a player;

obtain a predicted outcome from said player;

simulate a random chance event by executing a random number generator when said gaming engine has obtained said wager and said predicted outcome;

obtain an actual simulated outcome of said random chance event using output generated by said random number generator;

inform said player of a win if said predicted outcome matches said actual outcome.

36. The apparatus of claim 18 wherein said wager comprises an item having monetary value.

37. The apparatus of claim 35 wherein said wager comprises credits earned by said player for performing at least one predetermined action.

38. The apparatus of claim 35 wherein said wager comprises fun money having no monetary value.

39. The apparatus of claim 35 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.

40. The apparatus of claim 35 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.

41. The apparatus of claim 35 wherein said predicted outcome comprises a guess of said actual outcome derived by said random number generator.

42. The apparatus of claim 35 wherein said gaming interface comprises an animation window for displaying a visual depiction of said random chance event simulated by said random number generator.

43. The apparatus of claim 35 wherein said random chance event comprises a binary event.

44. The apparatus of claim 43 wherein said binary event comprises a simulated coin flip.

45. The apparatus of claim 35 wherein said gaming engine is further configured to:

determine a win amount associated with said wager when said predicted outcome matches said actual outcome;

deduct a game fee from said win amount to derive a last win amount;

credit or debit said last win amount to an account associated with said player.

46. The apparatus of claim 45 wherein said game fee comprises a fixed amount.

47. The apparatus of claim 45 wherein said game fee comprises a variable
5 amount.

48. The apparatus of claim 47 where said variable amount depends upon said
wager obtained from said player.

49. The apparatus of claim 35 wherein said actual outcome generated by said
random number generator is a first choice fifty percent of the time said random
number generator is executed.

50. A method for enabling a player to wager on a random chance event
15 comprising:

obtaining a wager from at least one player via a gaming interface;

obtaining a predicted outcome from said at least one player via said
gaming interface;

executing a random number generator configured to simulate a
20 random chance event when said at least one player has completed entering said
wager and said predicted outcome; wherein said random chance event comprises
multiple simulated coin tosses;

determining an actual outcome using output generated by said
random number generator;

25 informing said at least one player of a win if said predicted outcome
matches said actual outcome.

